

**AMENDMENTS TO THE CLAIMS:**

Please amend claims 1-9 as follows:

1. (Currently Amended) ~~A tennis game system in which a ball striking player and its opposite player by turns strike a ball displayed on a monitor screen, comprising:~~

~~a means for calculating a predicted return position of the ball returned by the opposite player; and~~

~~a ball striking position movement means for moving a ball striking position for the ball striking player based on said predicted return position.~~ A tennis game system including a game machine and a racket-shaped input device imitating a form of a tennis racket, under which a player plays a tennis game using said racket-shaped input device, wherein

said racket-shaped input device comprises an acceleration sensor for generating an acceleration correlation signal when said player actually swings said racket-shaped input device in a real space, and a transmission means for transmitting generated said acceleration correlation signal to said game machine; and

said game machine displays a ball on a monitor screen through execution of a tennis game program in which a CPU player controlled by a computer program plays a match against said player, and further comprises:

a first calculation means for calculating a predicted return position of said ball returned by said CPU player;

a judgment means for judging whether a current position of said player is in a ball strikable range by comparing said predicted return position and the current position of said player;

a ball striking position movement means for moving a ball striking position of said player in response to a negative judgment by said judgment means;

a swing detection means for detecting whether said racket-shaped input device has been actually swung or not; and

a second calculation means for calculating an initial speed vector of said ball after received when said swing detection means has detected a swing in said ball

striking range, from a position of said ball and acceleration of said racket-shaped input device according to said acceleration correlation signal.

2. (Deleted)

3. (Deleted)

4. (Deleted)

5. (Deleted)

6. (New) A tennis game system including a game machine and two racket-shaped input devices imitating the form of a tennis racket, under which two players play a tennis game using said racket-shaped input devices, wherein

said racket-shaped input devices each comprise an acceleration sensor for generating an acceleration correlation signal when said player actually swings said racket-shaped input device in a real space, and a transmission means for transmitting generated said acceleration correlation signal to said game machine;

said game machine runs a tennis game program in which said two players play a match and displays said ball on a monitor screen, and further comprises:

a first calculation means for calculating a predicted return position of a ball returned by an opposite player;

a judgment means for judging whether a ball striking player is in a ball striking range by comparing said predicted return position and a current position of said ball striking player;

a ball striking position movement means for moving a ball striking position for said ball striking player response to a negative judgment by said judgment means;

a swing detection means for detecting whether said racket-shaped input device has been actually swung or not; and

a second calculation means for calculating an initial speed vector of said ball after received when said swing detection means has detected a swing in said ball

striking-enabled range, from a position of said ball and acceleration of said racket-shaped input device according to said acceleration correlation signal.

7. (New) A tennis game system according to claim 1 or 6, wherein  
said racket-shaped input device further includes an operating switch;  
said transmission means transmits an operation signal from said operating switch together with said acceleration correlation signal to said game machine; and  
said game machine further comprises a position movement means for moving said ball striking position on said monitor screen from forward position to backward position or from backward position to forward position, in response to said operation signal transmitted from said racket-shaped input device.

8. (New) A tennis game system according to claim 1 or 6, wherein said transmission means of said racket-shaped input device includes an infrared light-emitting element for transmitting said acceleration correlation signal and said operation signal by means of infrared light.

9. (New) A tennis game system according to claim 8, wherein  
said transmission means digital-modulates and transmits said acceleration correlation signal and said operation signal to said game machine; and  
said game machine digital-demodulates said acceleration correlation signal and said operation signal transmitted by said transmission means.